



# 61 Key Multi-function Keyboard

## User Guide

# Important Information

Be sure to obey the following information so as not to harm yourself or others or damage this instrument or other external equipment. Please keep this information contained in the user guide for future reference.

## **Power adapter:**

- Please use only the specified AC adapter supplied with the product. An incorrect or faulty adapter can cause damage to the electronic keyboard.
- Do not place the AC adapter or power cord near to any source of heat such as radiators or other heaters.
- To avoid damaging the power cord, please ensure that heavy objects are not placed on it and that it is not subject to stress or over bending.
- Check the power plug regularly and ensure it is free from surface dirt. Do not insert or unplug the power cord with wet hands.

## **Do not open the body of the electronic keyboard:**

- Do not open the electronic keyboard or try to disassemble any part of it. If the device is not functioning correctly, please stop using it and send it to a qualified service agent for repair.

## **Use of the electronic keyboard:**

- To avoid damaging the appearance of the electronic keyboard or damaging the internal parts please do not place the electronic keyboard in a dusty environment, in direct sunlight or in places where there are extremely high or low temperatures.
- Do not place the electronic keyboard on an uneven surface. To avoid damaging internal parts do not place any vessel holding liquid onto the electronic keyboard as spillage may occur.

## **Maintenance:**

- To clean the body of the electronic keyboard wipe it with a dry, soft cloth only.

## **Connection:**

- To prevent damage to the speaker of the electronic keyboard please adjust the volume of any peripheral device to the lowest setting and gradually adjust the volume accordingly to an appropriate level once the music is playing.

## **During operation:**

- Do not use the keyboard at the loudest volume level for an extended period.
- Do not place heavy objects onto the keyboard or press the keyboard with undue force.
- The packaging should be opened by a responsible adult only and any plastic packaging should be stored or disposed of appropriately.

## **Specification**

- Specifications are subject to change without notice.

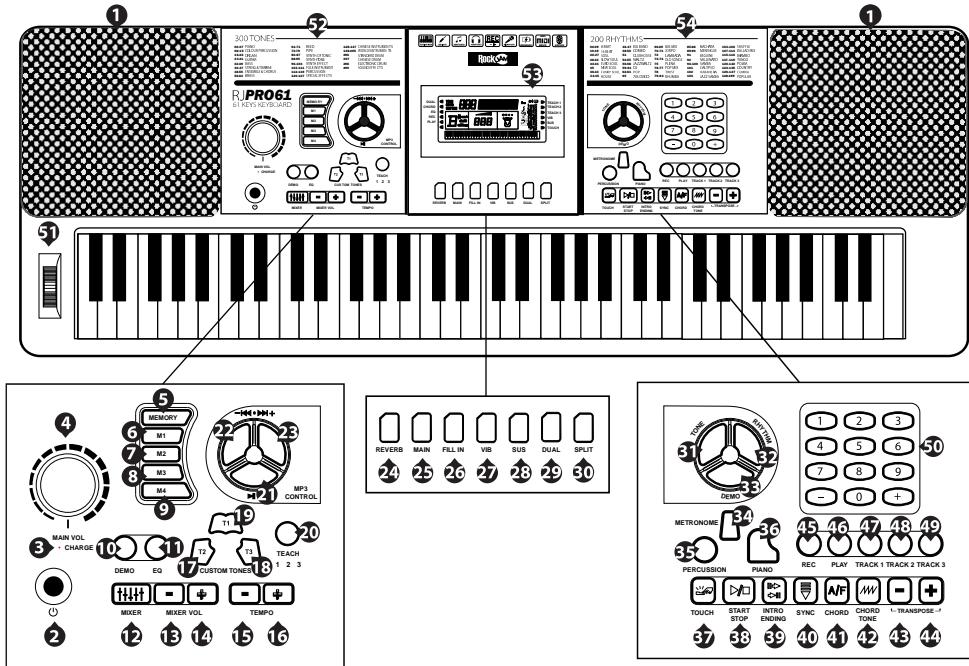
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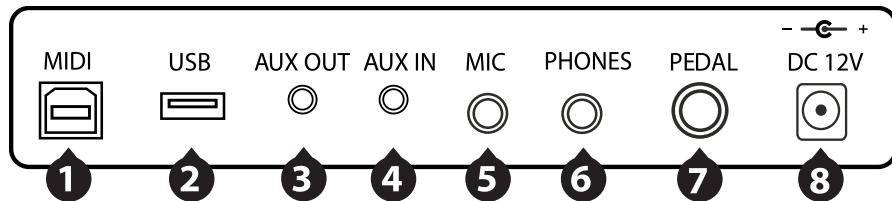
# Controls, Indicators and External Connections

## Front Panel



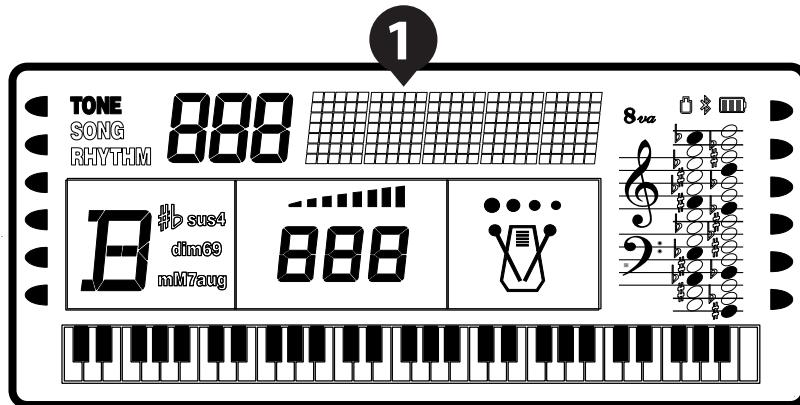
1. Stereo Speakers	19. Custom Tone 1	37. Touch
2. Power Switch	20. Teaching Mode	38. Start Stop
3. Charge Indicator	21. MP3 Play / Pause	39. Intro Ending
4. Main Volume	22. MP3 Play / Rewind	40. Sync
5. Memory	23. MP3 Play / Fast Forward	41. Chord
6. Memory Storage 1	24. Reverb	42. Chord Tone
7. Memory Storage 2	25. Main	43. Transpose -
8. Memory Storage 3	26. Fill In	44. Transpose +
9. Memory Storage 4	27. Vibrato	45. Record
10. Demo	28. Sustain	46. Play
11. EQ	29. Dual mode	47. Track 1
12. Mixer	30. Split	48. Track 2
13. Mixer Volume -	31. Tone	49. Track 3
14. Mixer Volume +	32. Rhythm	50. Number Pad
15. Tempo -	33. Demo	51. Pitch Wheel
16. Tempo +	34. Metronome	52. Tones List
17. Custom Tone 2	35. Percussion	53. LCD Screen
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## External Connections



1. MIDI Input
2. USB Input (For MP3 Playback)
3. AUX OUT
4. AUX IN (For Music Playback)
5. MIC Input (For Electret Microphone)
6. Headphone Output
7. Pedal Input
8. DC 12V Power Input

## LCD Display



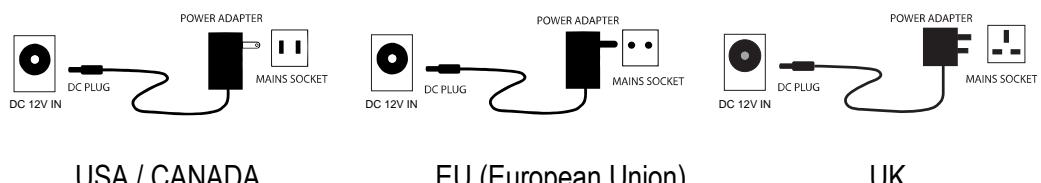
1. LCD Display

# Preparation Before First Use

## Power

Use of AC/DC power adapter:

Please use the AC/DC power adapter that came with the electronic keyboard or a power adapter with DC 12V output voltage and 2000mA output current with a centre positive plug. Connect the DC plug of the power adapter into the DC 12V power socket on the rear of the keyboard and then connect the other end into the mains wall socket and switch on.



**Caution:** When the keyboard is not in use you should unplug the power adapter from the mains power socket.

Rechargeable Battery:

Charging the Keyboard: Unwind the power cable to its full length; connect the DC plug into the back of the keyboard. Connect the power adapter into a plug socket. The battery symbol on the LCD screen will flash up and the charge indicator on the keyboard will light up red to indicate charging. Charge for at least 2 hours before first use. After the battery has lost charge completely, it will take approximately 2-3 hours to charge the keyboard fully. The charge indicator LED will turn green when the keyboard is fully charged.

## Jacks and Accessories

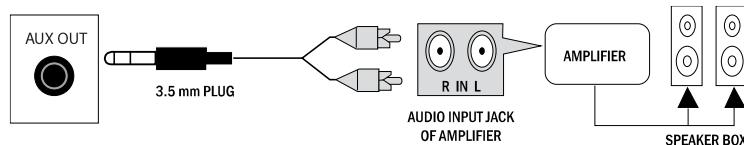
Using headphones:

Connect the 3.5mm headphone plug into the [PHONES] jack on the rear of the keyboard. The internal speaker will cut off automatically once headphones are connected. Headphones not included.



## Connecting an Amplifier or Hi-Fi Equipment:

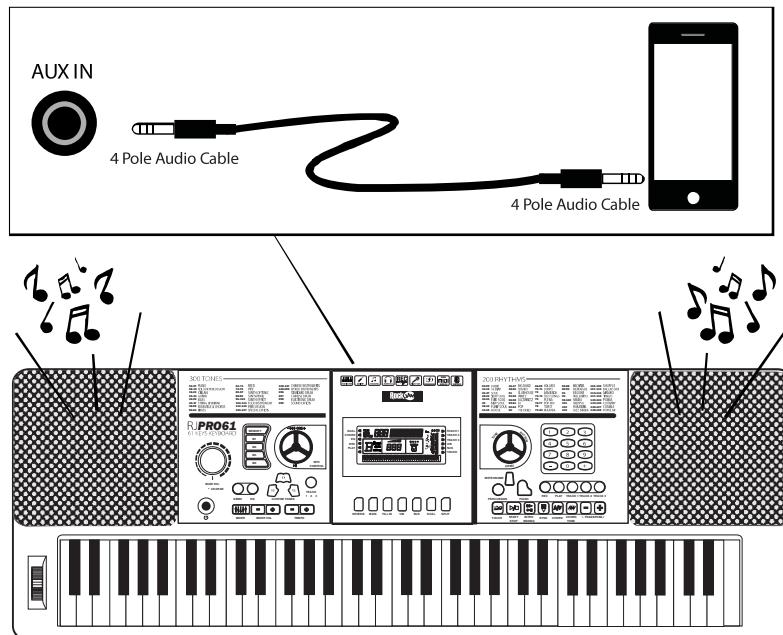
This electronic keyboard has a built in speaker system but it can be connected to an external amplifier or other hi-fi equipment. First turn off the power to the keyboard and any external equipment you are looking to connect. Next insert one end of a stereo audio cable (not included) into the LINE IN or AUX IN socket on the external equipment and connect the other end into the [AUX OUT] jack on the rear of the electronic keyboard.



## Mobile Live Streaming/Internal Recording Function:

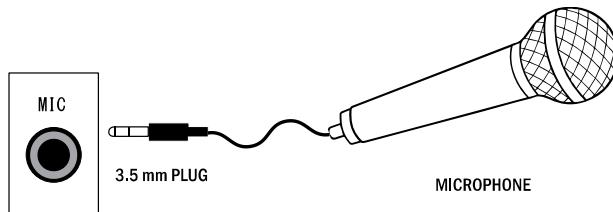
Use a 4-pole audio cable to connect both the Aux IN port and your mobile device's audio jack. As you play the electronic keyboard, the music being performed can be simultaneously recorded onto your phone for saving, playback, or sharing. In conjunction with a mobile app, the MIC input can also facilitate live streaming capabilities when using your smartphone (4-pole audio cable not included).

**NOTE:** The internal recording function intelligently captures only the sound of the electronic keyboard playing and the microphone input, excluding any ambient noise from the surrounding environment.



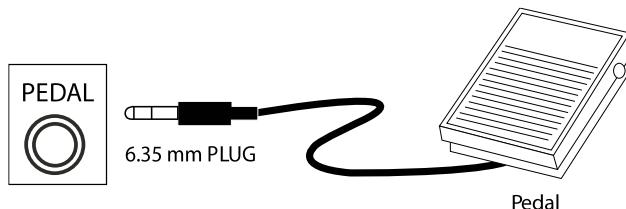
## Connecting a Microphone:

Connect the 3.5mm microphone plug into the [MIC] jack on the rear of the keyboard. Note that the keyboard requires an electret or condenser microphone, not supplied.



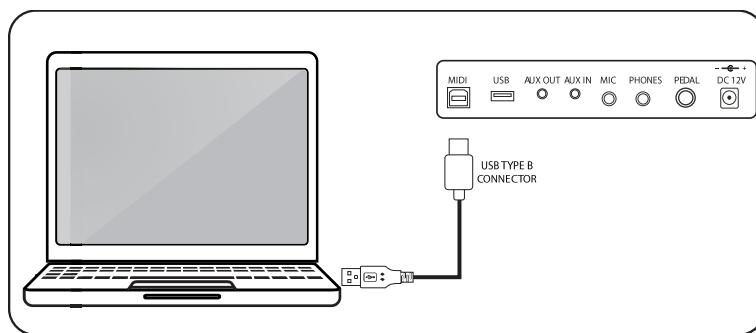
## Connecting a Sustain Pedal:

Connect the 1/4 inch (6.35 mm) Sustain Pedal plug into the [PEDAL] socket on the rear of the keyboard. Sustain Pedal not included.



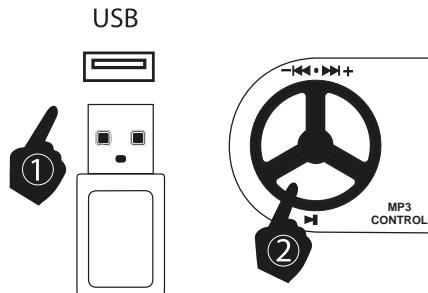
## Connecting to a Tablet, Laptop or PC:

You can connect the keyboard to a tablet, laptop or PC to work with various third party MIDI softwares for recording and playing back songs. Connect a cable with USB B type plug into the MIDI output at the back of the keyboard and then connect the USB A type plug to the PC or Laptop. USB MIDI cable for PC/Laptop connection is not included.



## Playing MP3 Music Files from a USB Memory Stick:

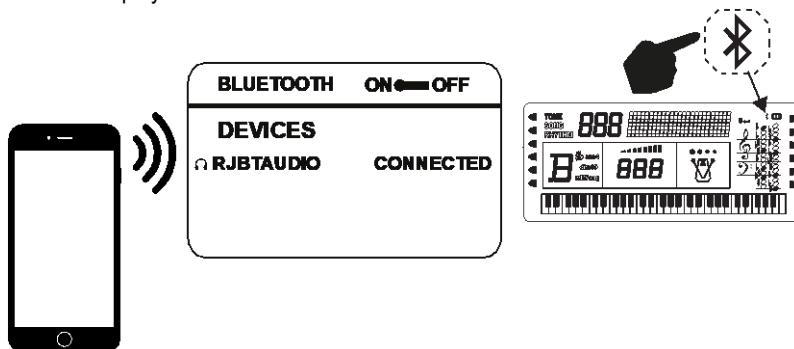
Insert the USB memory stick into the USB input at the rear of the keyboard. Press the PLAY/PAUSE button to start and stop the music playback. Once the music has started playing you can skip forward and backward through the MP3 tracks by pressing the control buttons. Adjust the volume of the music playback with the main volume knob. Use the keys on the keyboard to play along.



## Bluetooth Audio

Once the keyboard has been switched on the Bluetooth pairing mode will be activated. To play music through the keyboard from a mobile phone or tablet, open the settings on the selected Bluetooth audio source and scan for available devices. Select "RJBTAUDIO" for Bluetooth audio. The Bluetooth symbol on the LCD screen will appear when the device is successfully connected.

NOTE: Please make sure to remove the USB drive before playing Bluetooth audio, otherwise the Bluetooth audio will not play.



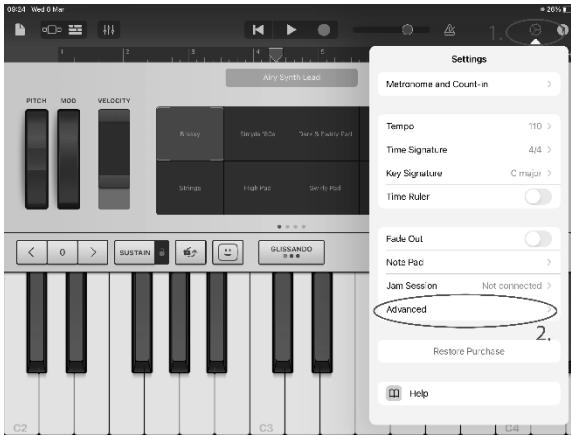
## Bluetooth MIDI function

Switch on the keyboard and then open the APP that supports Bluetooth MIDI, such as 'Garageband' for iPhone/iPad on the selected, mobile or tablet. Search and connect "RJMIDI" from the APPs settings or

advanced function. The Bluetooth indicator on the keyboard will light to indicate the device has been connected successfully.

**IMPORTANT:** Bluetooth MIDI cannot be connected from the “Bluetooth Settings” of the mobile device.

## Example - Setting up the keyboard with Garageband:

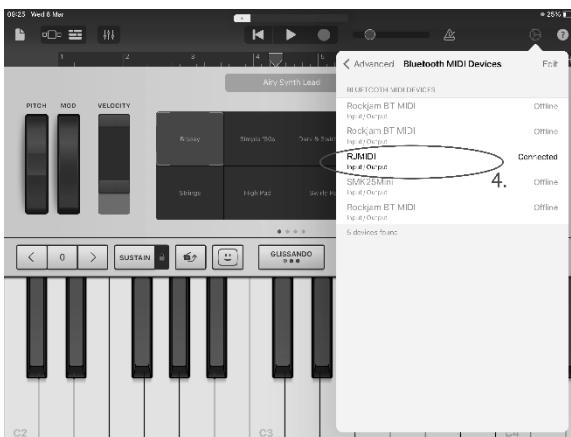


1. Go to the **Settings** Icon

2. Select **Advanced** from the drop down menu.



3. Select **Bluetooth MIDI Devices**.



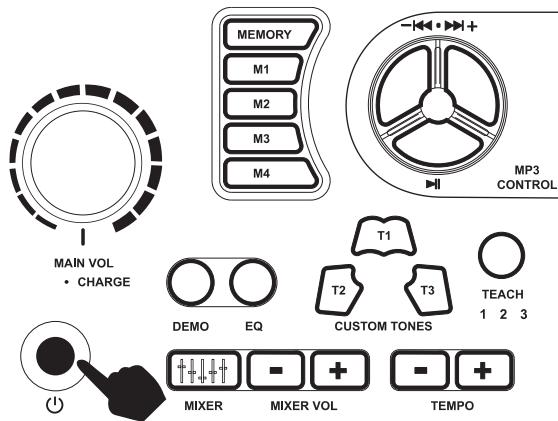
4. Select **RJMIDI** from the drop down menu to connect.

# Keyboard Operation

## Power and Volume

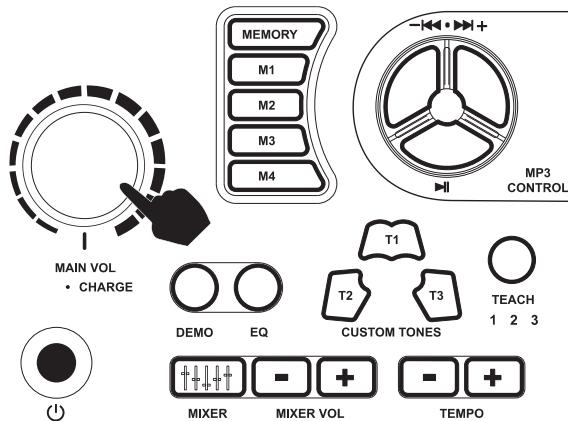
Power control:

Press the [POWER] button to turn the power on and again to turn the power off. The LCD display will light to indicate power on.



Adjustment of the Master Volume:

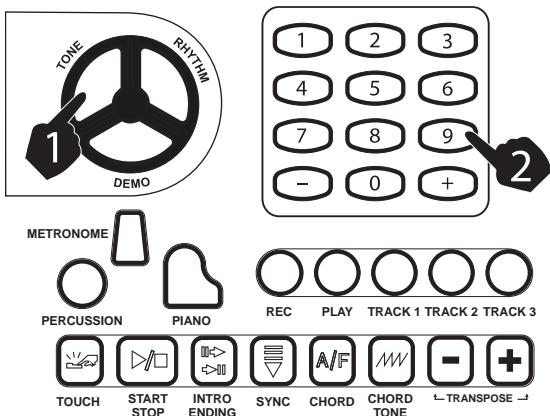
Turn the main volume knob clockwise to increase volume and anti- clockwise to decrease volume.



# Tone

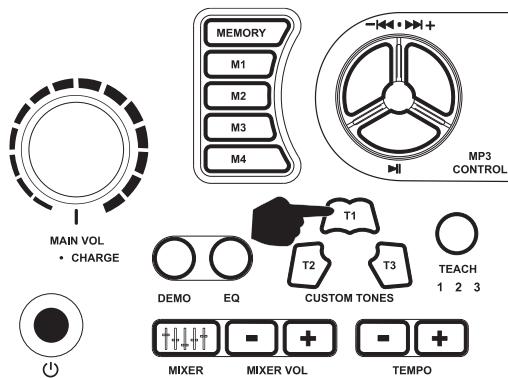
## Tone Selection:

When the keyboard is switched on the default TONE is "t00" Grand Piano. To change the tone, press the [TONE] button first and then directly input the number code on the keypad by pressing the corresponding digits 0-9. The tones can also be changed by using the + / - buttons. Refer to Appendix III for a list of the available tones.



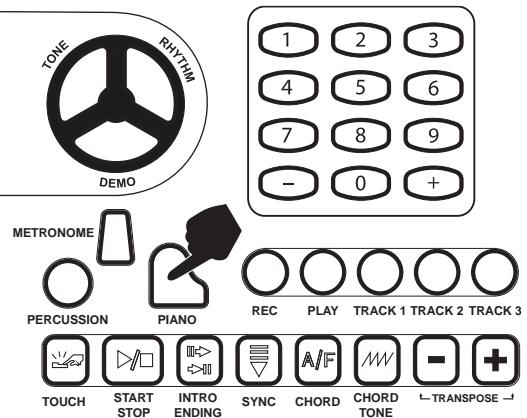
## Customised Tone Selection:

The keyboard has 3 shortcut buttons for custom tones. Select the chosen tone on the number pad, then save this by holding down either **T1**, **T2** or **T3**. The LCD will indicate when a tone has been saved successfully. Repeat this process to resave another custom tone. The keyboard will save these settings even after switching off and back on again.



## Acoustic Piano Shortcut:

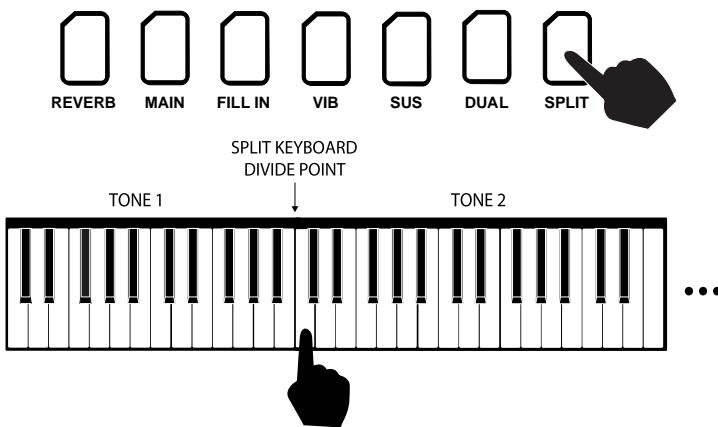
Press the Piano button to switch to the Acoustic Piano tone as a shortcut.



## Effect & Control

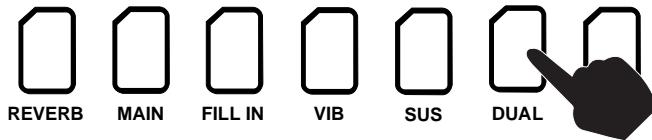
### Split Keyboard:

To switch on Split Keyboard mode press the [SPLIT] button, the LCD will show [SPLIT]. The keyboard will split into two keyboards at the 24th key from the left. You can adjust the TONE of the left hand side of the keyboard by pressing the corresponding digits 0-9 on the numerical keypad. The TONE of the right hand side of the keyboard will remain set to the tone chosen before the Split Keyboard mode was entered. In Split Keyboard mode the pitch of the left hand keys are raised by one octave and the right hand keys lowered by one octave. Press the [SPLIT] button again to exit Split Keyboard mode.



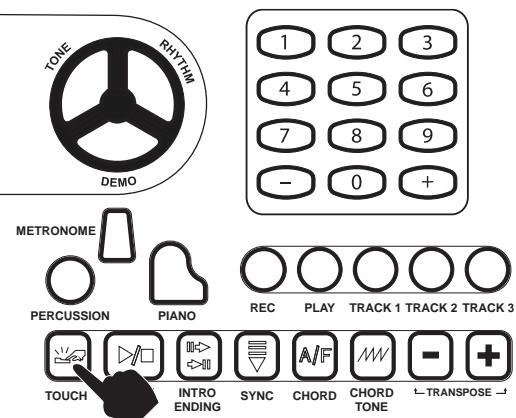
## Dual Tone:

Press the [DUAL] button to enter Dual Tone mode. The LCD display will hightlight against the DUAL tab to indicate DUAL TONE mode is on. Press the [TONE] button first and then directly input the number code on the keypad by pressing the corresponding digits 0-9 to select or adjust the second tone. Press the [DUAL] button again to exit this mode.



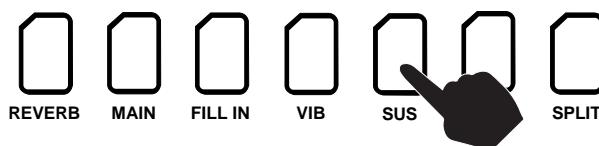
## Touch Sensitive Keys:

Press the [TOUCH] button to switch the touch response off, the LCD display will indicate if TOUCH mode is on or off. Press the [TOUCH] button again to switch the touch response back on.



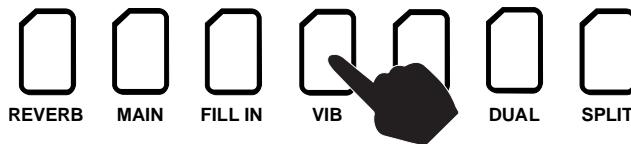
## Sustain:

Press the [SUS] button to enter Sustain mode. The LCD display will hightlight against the SUS tab to indicate sustain is on. Once this mode is selected the sound of each note played is prolonged. Pressing the [SUS] button again will turn the sustain feature off and exit this mode.



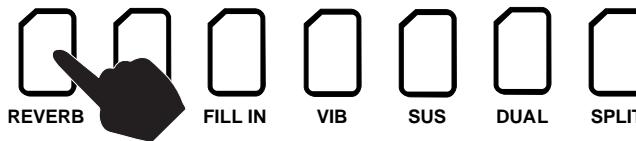
## Vibrato:

Press the [VIB] button to enter Vibrato mode. The LCD display will highlight against the VIB tab to indicate vibrato is on. Once this mode is selected each time a note is played a trembling effect is added to the note. Pressing the [VIB] button again will turn the Vibrato feature off and exit this mode.



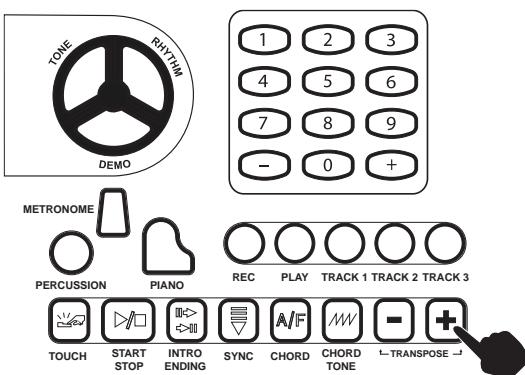
## Reverberation:

Press the [REVERB] button to enter into reverberation mode. The LCD display will show "Rever". When this mode is on, the sound of each note played will have an ECHO effect. Press the [REVERB] button again to exit the mode.



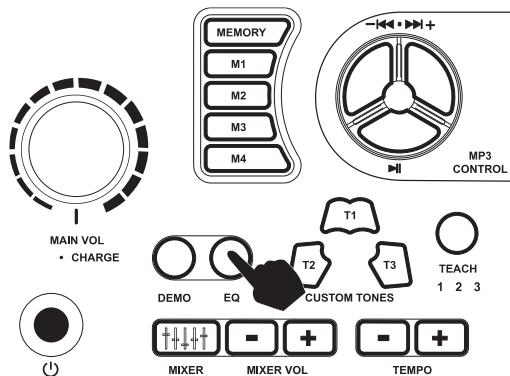
## Transpose:

Pressing the [TRANSPOSE -+] buttons alters the musical scale of the note being played. You can adjust the scale by 12 levels upwards or downwards. Pressing both the [TRANSPOSE -+] buttons at the same time will make the musical scale revert to 00. The transpose level will be reset to 00 after power off and on.



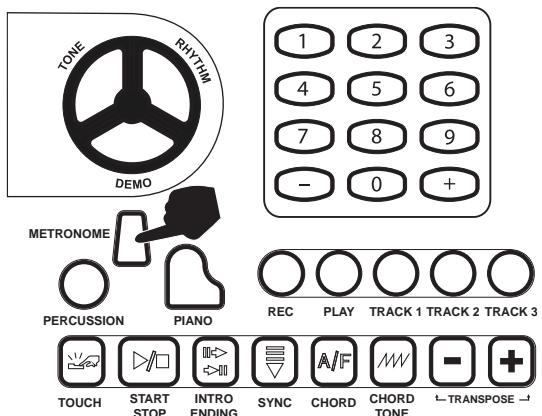
## EQ Effect:

Press the [EQ] button to enter Equalizer mode. The LCD display will highlight against the EQ tab to indicate EQ is on. Once this mode is selected, the amplitude of the Tones / Rhythms / Demos will be slightly adjusted to achieve a clear and balanced mix. Pressing the [EQ] button again will turn the Equalizer feature off and exit this mode.



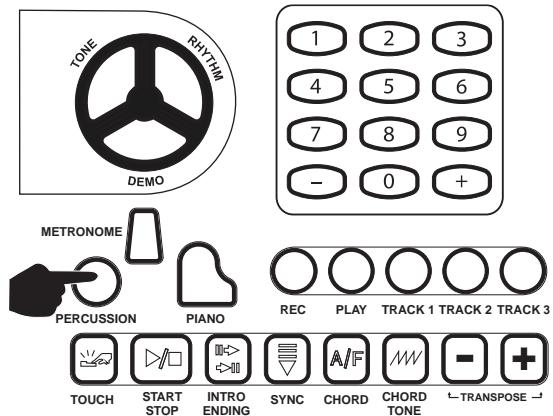
## Metronome:

Press the [METRONOME] button to start the tick-tock beat. There are four beats to choose from. Depending on what the performance needs, you can press the [TEMPO -/+] buttons to speed up or slow down. Press the [METRONOME] button repeatedly to cycle through to the required beat pattern. The LCD display will indicate the beat you have chosen. The metronome effect is added to the music once you start playing. To exit this mode press the [START/STOP] or [METRONOME] button again.



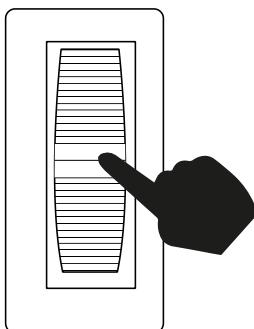
## Panel Percussion Instruments:

To access the Percussion standard drum sounds, press the [PERCUSSION] button. Once this mode has been selected the keyboard's keys turn into percussion drum instruments and play the percussion sounds accordingly. Refer to Appendix I. for a table showing the percussion sounds available. Alternative percussion sounds can be accessed by selecting tones 297, 298, 299.



## Using the Pitch Wheel:

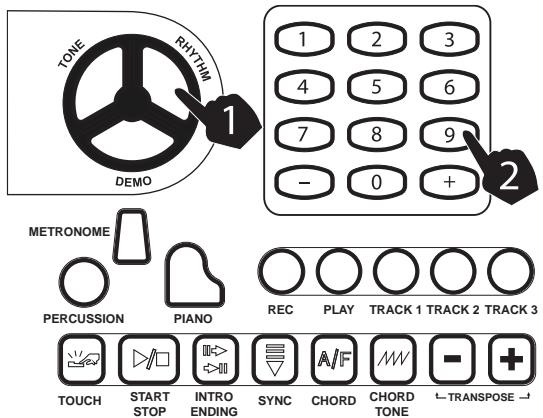
Use the Pitch bend wheel to adjust the pitch of a note up or down for a continuous pitch variation between notes. This feature can help recreate an authentic playing sound for sounds such as strings and trombone where the original instrument can slide up between notes. It is also a common tool used for synthesiser compositions.



# Rhythm

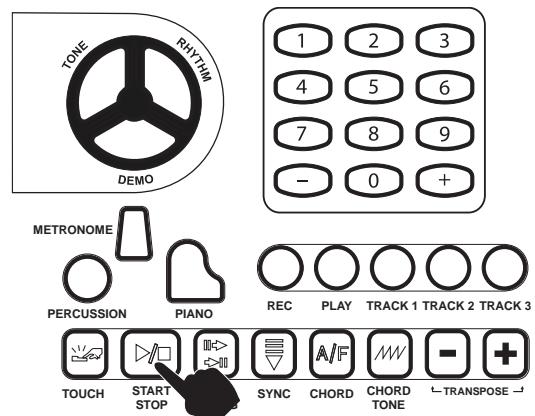
Selecting the rhythm:

You can choose from any of the 200 built in rhythms. Please refer to Appendix II. for the detailed rhythm table. Press the [RHYTHM] button to enter the rhythm selection function. The LCD display will show the current rhythm number. You can select the rhythm you require by pressing the corresponding digits on the numerical keypad or by pressing the + / - buttons.



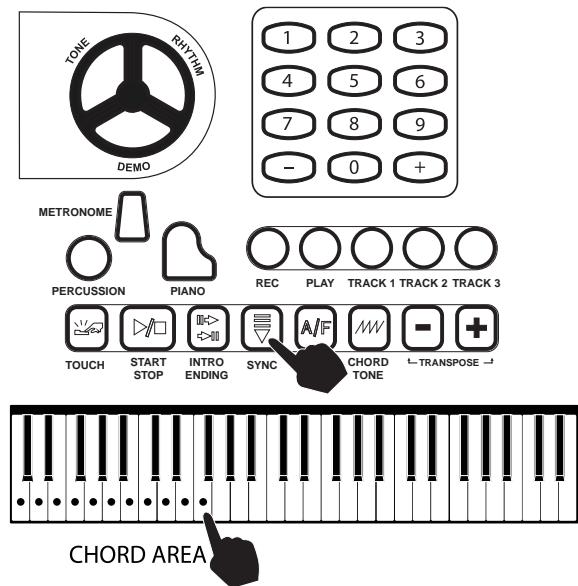
Start / Stop:

Press the [START / STOP] button to play the rhythm selected. Press the [START / STOP] button again to stop the rhythm playback.



## Sync:

Press the [SYNC] button to select the sync accompaniment function. Pressing any of the first 19 keys on the left hand side of the keyboard will start the rhythm playing. Press the [START / STOP] button to stop the rhythm and exit the sync function.



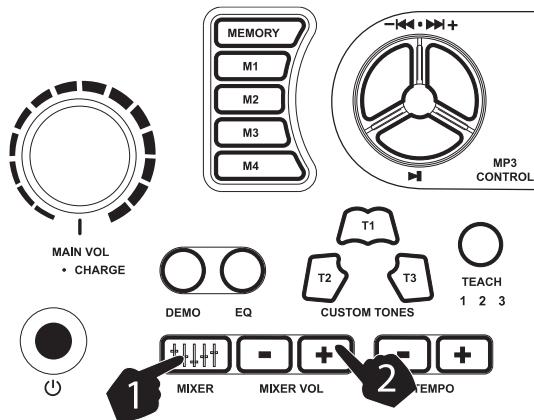
## Fill in:

You can fill in a length of interlude if you press the [FILL IN] button during the rhythm playback. After the fill in, the rhythm will continue playing as normal.



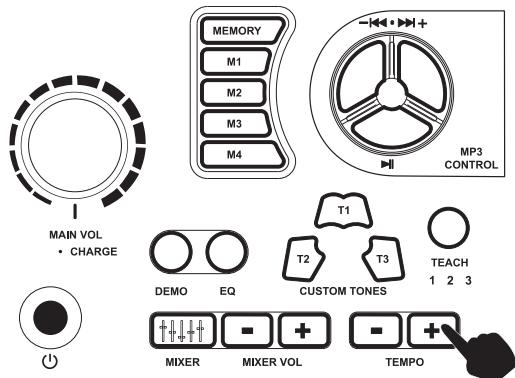
## Mixer Volume:

Press the [MIXER] button to enter the mixer volume menu. By repeatedly pressing the [MIXER] button, the keyboard LCD display will cycle through CHORD VOLUME / BASS VOLUME / PERCUSSION VOLUME. To adjust any of these individual volumes, use the [MIXER VOL -/+] buttons to increase and decrease. Pressing both the [MIXER VOL -/+] buttons at the same time will divert the volumes back to default.



## Tempo Adjustment:

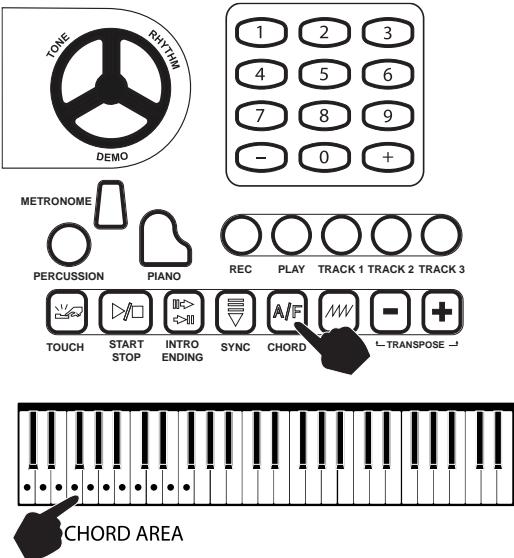
Press and hold the [TEMPO -/+] buttons to adjust the playing tempo of the rhythm, metronome and demo song. The adjustment range is 30-250 bpm. Pressing both the [TEMPO -/+] buttons at the same time will make the tempo revert to the default tempo for the rhythm selected. At power on the tempo will revert to 120 bpm.



# Chord Accompaniment

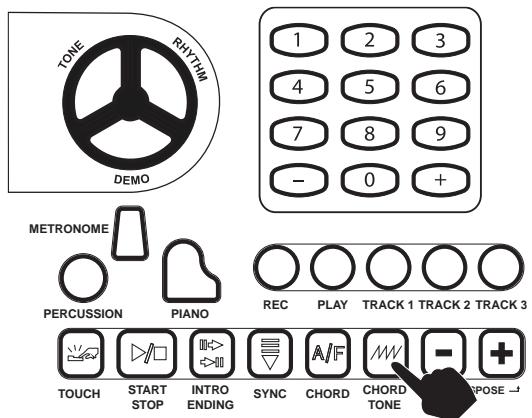
## Chords:

Press the [CHORD] button to activate the auto chord function. The LCD screen will display the Chords that are played by pressing certain keys in the chord area on the left hand side of the keyboard (keys 1-19). The finger patterns required are shown in Appendix VI. Single finger or fingered chords can be played. Press the [START / STOP] button to start or stop the chord accompaniment. Press the [CHORD] button again to exit auto chord mode.



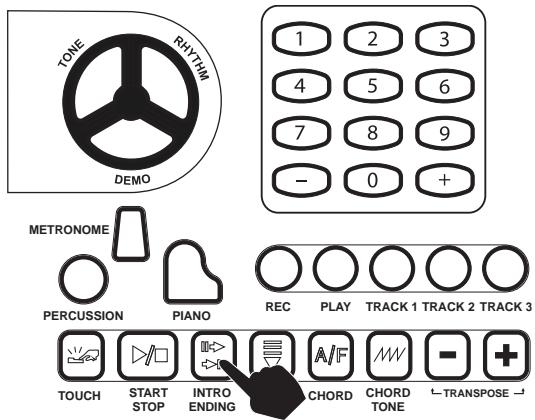
## Chord Tone:

Press the [CHORD TONE] button repeatedly to select the desired chord tone. There are 4 chord tones to choose from, indicated on the LCD as [00] to [04]. The chord tone is reset to [00] after power off / on.



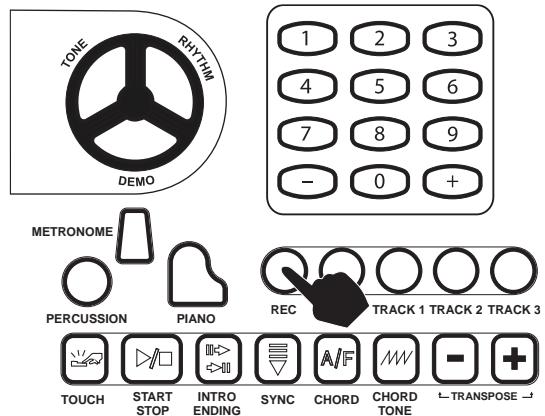
## Intro / Ending

Press the [INTRO / ENDING] button to enable the intro section, the display will show [Intro]. When the intro finishes playing, accompaniment shifts to the main section. Press [INTRO / ENDING] button again to enable the ending section, the display will show [End]. When the ending is finished, the auto accompaniment stops automatically.

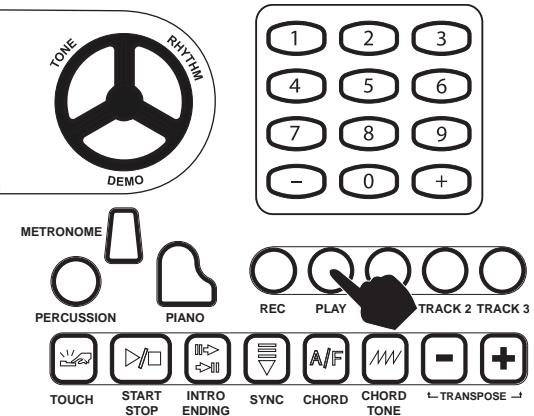


## Recording Function

Press the [REC] button to enter the recording mode. The LCD display will highlight against the REC tab to indicate recording mode is on. Press any key to start recording. The maximum recording capacity is 1000 notes.

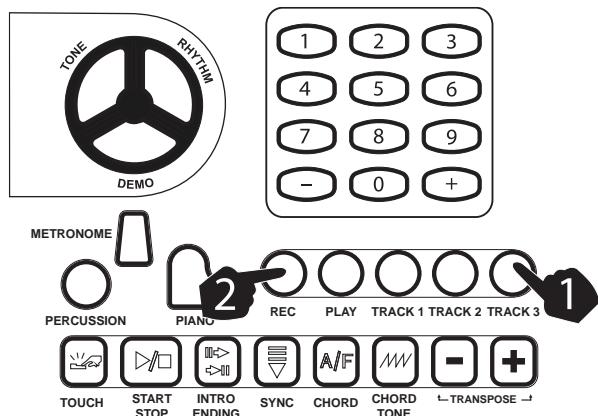


Press the [PLAY] button to play back the recorded notes.



## Rhythm Programming

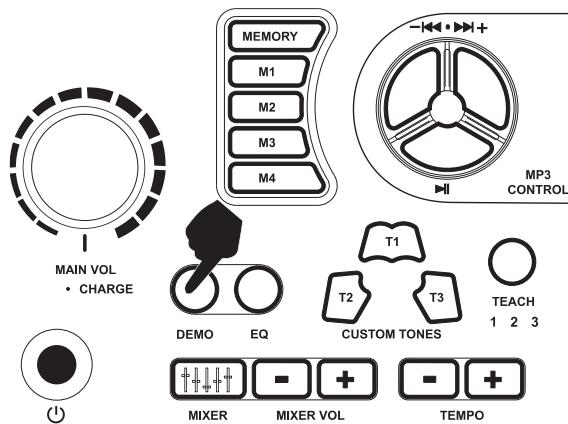
To save recorded notes press any of the **TRACK 1**, **TRACK 2** or **TRACK 3** buttons first, then press the **[RECORD]** button. You can then play the keyboard and record your percussion track (up to 1000 percussion beats). To listen to your piece press the **[PLAY]** button and the keyboard will playback your edited percussions. You can then play along to your recorded percussion. You can also adjust the speed of the playback using the **[TEMPO -/+]** buttons. The recorded notes will not be saved once the keyboard has been switched off.



## Demo Songs

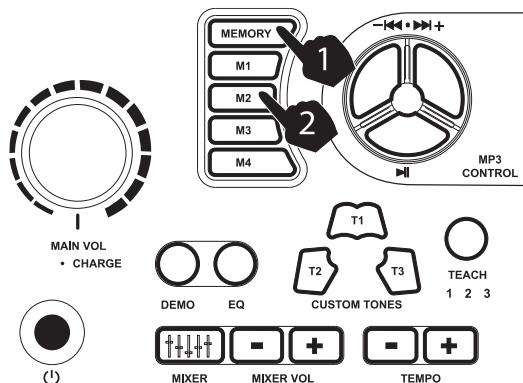
Press the **[DEMO]** button to play a demo song. The LCD display will show the number and name of the demo song, from 00 to 99. By pressing the + and - button on the numerical keypad you can choose the demo song you require. There are 100 demo songs to choose from in total. The keyboard will finish the

chosen song and then play the next song. Press the [DEMO] button again to exit the demo mode. Refer to Appendix IV. for a list of the available Demo songs.



## Setting Memories M1, M2, M3, M4

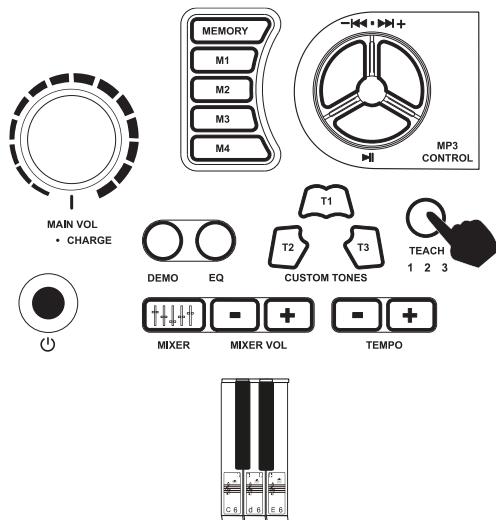
The keyboard has 4 built in memories for saving specific tones, rhythms, and tempos. Before performing, select the TONE, RHYTHM and TEMPO you wish to use. While holding the [MEMORY] button, press the [M1 / M2 / M3 or M4] buttons to store the settings, the LCD display will show [M1Sav / M2Sav / M3Sav / M4Sav] and this will save the keyboard settings to that memory. You can access the stored settings by pressing the [M1 / M2 / M3 or M4] buttons before performing, the LCD display will show [GetM1 / GetM2 / GetM3 / GetM4]. **Note that the M1, M2, M3 M4 memories will still be saved after the keyboard is switched off and back on again.**



## Teaching Modes

### Beginner Course:

Press the [TEACH] button to enter the Beginner Course teaching mode. This mode is suitable for beginners to familiarise themselves with the rhythm and tempo of the song. The LCD display will highlight against the TEACH 1 tab to indicate the Beginner Course is on. The LCD display will show the number of the song selected, from 00 to 99 (refer to Appendix IV for the list of songs). Use the keypad or + - keys to select the desired song. The beat point will flash on the LCD display to indicate the tempo. The LCD display will indicate which key should be pressed, for example C 6. Use the key stickers provided with the keyboard applied to the keys in order to know which key to press. The keyboard will play the main melody in time with any key presses, even incorrect ones.



### Intermediate Course:

Press the [TEACH] button again to enter the Intermediate Course teaching mode. This mode is suitable for intermediate users. The LCD display will highlight against the TEACH 2 tab to indicate the Intermediate Course is on. The LCD display will show the number of the song selected, from 00 to 99 (refer to Appendix IV for the list of songs). Use the keypad or + - keys to select the desired song. The beat point will flash on the LCD display to indicate the tempo. The LCD display will indicate which key should be pressed, for example C 6. Once the correct key has been pressed it will then move onto the next section of the song. Use the key stickers provided with the keyboard applied to the keys in order to know which key to press.

### Advanced Course:

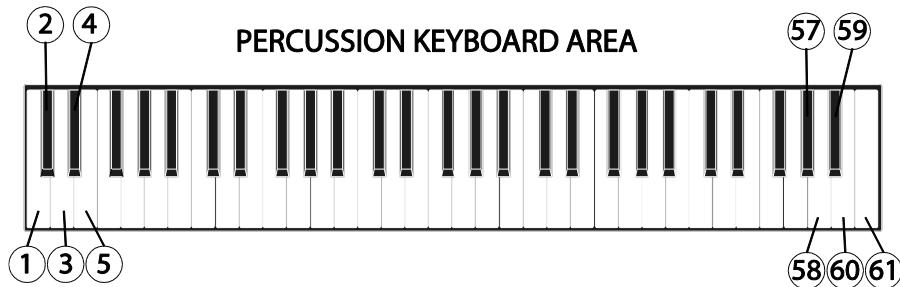
Press the [TEACH] button again to enter the Advanced Course teaching mode. This mode is suitable for more advanced users. The LCD display will highlight against the TEACH 3 tab to indicate the Advanced

Course is on. The LCD display will show the number of the song selected, from 00 to 99 (refer to Appendix IV for the list of songs). Use the keypad or + - keys to select the desired song. The beat point will flash on the LED display to indicate the tempo. The LCD display will show which key should be pressed, for example C 6. Use the key stickers provided and press the specified keys as the main melody plays. Note that the song will carry on playing even if an incorrect key is pressed.

#### Progressive Learning:

- In general, follow the sequence below to master any of the included songs.
- Listen to the song in DEMO mode to get an idea of the note timings and beat. When confident move on to the next stage.
- Access the same song in Beginner Course mode (TEACH 1) and duplicate the note timings and key presses. When mastered move onto the Intermediate Course (TEACH 2) and then the Advanced course (TEACH 3).

# Appendix I. Percussion Instruments



Tone Key	296 Standard Drums	297 Chinese Drums	298 Electronics Drums	299 Sound effects
C2	Bass Drum 1	Bass Drum 1	Electron Kick	Bass Drum 1
C#2	Side Stick	Side Stick	Low Hand Clap	Side Stick
D2	Acoustic Snare	Acoustic Snare	Electron Snare	Acoustic Snare
D#2	Hand Clap	Hand Clap	Hi Hand Clap	Hand Clap
E2	Electric Snare	Electric Snare	Electric Snare	Electric Snare
F2	Low Floor Tom	Low Floor Tom	Electric Low Floor Tom	Arto
F#2	Closed Hi-Hat	Closed Hi-Hat	Closed Hi-Hat	Closed Hi-Hat
G2	High Floor Tom	High Floor Tom	Electric High Floor Tom	Wind Chime
G#2	Pedal Hi-Hat	Pedal Hi-Hat	Pedal Hi-Hat	Pedal Hi-Hat
A2	Low Tom	Low Tom	Electric Low Tom	Big Dog's Bark
A#2	Open Hi-Hat	Open Hi-Hat	Open Hi-Hat	Open Hi-Hat
B2	Low-Mid Tom	Low-Mid Tom	Electric Mid Tom	Cheer
C3	Hi-Mid Tom	Hi-Mid Tom	Electric Hi Tom	Footsteps
C#3	Crash Cymbal 1	Crash Cymbal 1	Crash Cymbal 1	Crash Cymbal 1
D3	High Tom	High Tom	Acoustic High Tom	Police Whistle
D#3	Ride Cymbal 1	Chinese Cymbal-close	Ride Cymbal 1	Thunder
E3	Chinese Cymbal	Chinese Cymbal-open	Chinese Cymbal	Water Sound
F3	Ride Bell	Chinese Cymbal-long	Ride Bell	Horse Hoofs
F#3	Tambourine	Chinese Cymbal-Short	Tambourine	Bird Song
G3	Splash Cymbal	Chinese Small Gong	Splash Cymbal	Laser Gun
G#3	Cow Bell	Chinese Large Gong	Cow Bell	Automobile Engine
A3	Crash Cymbal 2	Low Chinese Cymbal	Crash Cymbal 2	Spring Water
A#3	Vibraslap	Hi Chinese Cymbal	Vibraslap	Heartbeat Sound
B3	Ride Cymbal 2	Ride Cymbal	Ride Cymbal 2	Ride Cymbal
C4	Hi Bongo	Chinese Bangz	Hi Bongo	Telephone Bell
C#4	Low Bongo	Chinese Low-Mid Tom	Low Bongo	Open The Door
D4	Mute Hi Conga	Chinese High Floor Tom	Mute Hi Conga	Close The Door
D#4	Open Hi Conga	Chinese Hi-Mid Tom	Open Hi Conga	Ship
E4	Low Conga	Chinese Low Floor Tom	Low Conga	Crash
F4	High Timbale	Chinese Low Luo	High Timbale	Laugh
F#4	Low Timbale	Chinese High Luo	Low Timbale	A Flock Of Birds
G4	High Agogo	Chinese Small Tanggu	High Agogo	Dog's Bark

<b>G#4</b>	Low Agogo	Chinese Clock	Low Agogo	Emergency Braking
<b>A4</b>	Cabasa	Cabasa	Cabasa	Cabasa
<b>A#4</b>	Maracas	Maracas	Maracas	Maracas
<b>B4</b>	Short Whistle	Short Whistle	Short Whistle	Short Whistle
<b>C5</b>	Long Whistle	Long Whistle	Long Whistle	Long Whistle
<b>C#5</b>	Short Guiro	Short Guiro	Short Guiro	Short Guiro
<b>D5</b>	Long Guiro	Long Guiro	Long Guiro	Long Guiro
<b>D#5</b>	Claves	Claves	Claves	Claves
<b>E5</b>	Hi Wood Block	Hi Wood Block	Hi Wood Block	Hi Wood Block
<b>F5</b>	Low Wood Block	Low Wood Block	Low Wood Block	Low Wood Block
<b>F#5</b>	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica
<b>G5</b>	Open Cuica	Open Cuica	Open Cuica	Open Cuica
<b>G#5</b>	Mute Triangle	Mute Triangle	Mute Triangle	Mute Triangle
<b>A5</b>	Open Triangle	Open Triangle	Open Triangle	Open Triangle
<b>A#5</b>	Shaker	Shaker	Shaker	Shaker
<b>B5</b>	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
<b>C6</b>	Bell Tree	Bell Tree	Bell Tree	Bell Tree
<b>C#6</b>	Castanets	Castanets	Castanets	Castanets
<b>D6</b>	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
<b>D#6</b>	Open Surdo	Open Surdo	Open Surdo	Open Surdo
<b>E6</b>	Applause 2	Applause 2	Applause 2	Applause 2
<b>F6</b>	High Agogo	High Agogo	High Agogo	High Agogo
<b>F#6</b>	Low Agogo	Low Agogo	Low Agogo	Low Agogo
<b>G6</b>	Tiny Cabasa	Tiny Cabasa	Tiny Cabasa	Tiny Cabasa
<b>G#6</b>	Small Maracas	Small Maracas	Small Maracas	Small Maracas
<b>A6</b>	Whistle	Whistle	Whistle	Whistle
<b>A#6</b>	Low Guiro	Low Guiro	Low Guiro	Low Guiro
<b>B6</b>	Bangzi	Bangz	Bangz	Bangzi
<b>C7</b>	Chinese Drum	Chinese Drum	Chinese Drum	Chinese Drum

## Appendix II. Rhythm Table

No.	Rhythm Name	No.	Rhythm Name
00-09	8 BEAT	75	PLENA
10-19	16 BEAT	76-77	POP MIX
20-27	SOUL	78	TWIST
28-32	SLOW SOUL	79-84	RHUMBA
33-34	EURO SOUL	85-88	BACHATA
35	NEW SOUL	89-90	MERENGUE
36-43	FUNKY SOUL	91	BEGUINE
44-45	HOUSE	92	VALLENATO
46-47	BIG BAND	93-100	SAMBA
48-50	COMBO	101	CALYPSO
51	CLUBHOUSE	102	HABANERA
52-55	WALTZ	103	JAZZ SAMBA
56-58	JAZZ WALTZ	104-106	SHUFFLE
59-61	DJ	107-114	BALLAD MIX
62-64	POP	115-116	MAMBO
65	70's DISCO	117-119	TANGO
66-69	80's MIX	120-122	POLKA
70-71	JORPO	123-125	COUNTRY
72	LAMBADA	126-127	CUMBIA
73-74	OLD SONGS	128-199	POPULAR

## Appendix III. Tone Table

No.	Tone Name	No.	Tone Name
00-07	PIANO	96-103	SYNTH EFFECT
08-15	COLOUR PERCUSSION	104-111	FOLK INSTRUMENT
16-23	ORGAN	112-119	PERCUSSION
24-31	GUITAR	120-127	SPECIAL EFFECTS
32-39	BASS	128-147	CHINESE INSTRUMENTS
40-47	STRING & TIMPANI	148-295	WORLD INSTRUMENTS
48-55	ENSEMBLE & CHORUS	296	STANDARD DRUM
56-63	BRASS	297	CHINESE DRUM
64-71	REED	298	ELECTRONIC DRUM
72-79	PIPE	299	SOUND EFFECTS
80-87	SYNTH OF TONIC		
88-95	SYNTH TONE		

For a full list of **RHYTHMS** and **TONES** please scan the barcode below with your mobile phone camera:



## Appendix IV. Demo Song Table

No.	Name of Song	No.	Name of Song
00	Romance D'Amour	50	Mozart
01	Concerto D'Amour	51	Mozart symphony
02	Dream Of Love	52	Cowboy
03	Minuet from L'Arlésienne	53	Song Of Herding Sheep
04	Aledeman	54	Going Home
05	The Happy Farmer	55	Clap Your Hands
06	Bach Song	56	The Fountain
07	Ballade	57	A Comme Amour
08	Beethoven Piano Sonatas	58	Polka
09	Cancan	59	Il Barbiere Di Siviglia
10	Get Tea	60	Santa Lucia
11	On Wings Of Song	61	Troika
12	Come Back To Sorrento	62	Hawthorn Tree
13	Clarinet Polka	63	The Maiden's Prayer
14	Toreador Song	64	Santa Claus Is Coming To Town
15	Cuckoo Altz	65	Schubert Serenade
16	Russian Dance Music	66	Ballade Pour Adeline
17	Merry Widow Waltz	67	Moonshine Blues
18	Minuet In G	68	Counting The Ducks
19	Dove	69	Four Seasons Spring March
20	Old France	70	Silence
21	Haydn Serenade	71	Swan Lake
22	Ode to Joy	72	Susannah
23	Fantasy March	73	Sweet Honey
24	Dance Of The Flowers	74	Turkish March
25	Bridal Chorus	75	View Of Silence
26	Innocent	76	New Paradise
27	Parade March	77	Smile Polka
28	Gewolt	78	Tales From Vienna Woods
29	Chopin	79	My Sun
30	March Militaire	80	Redrose
31	Triumphal March	81	Fur Elise

32	Carmen Aragon	82	Chopin Nocturnes
33	Carmen Overture	83	Minute Waltz
34	Canon	84	Spain Matador March
35	Katyusha	85	Hungarian Dance
36	Mozart Twinkle Twinkle Variation	86	Edelweiss
37	Clementine Sonata	87	Moon River
38	Croatian Rhapsody	88	Lullaby
39	The Blue Danube Waltz	89	Flight Of The Bumble Bee
40	The Thunder March	90	Polka Italy
41	Beethoven Symphony No.5	91	Humoresque
42	The Butterfly Lovers	92	Auld Lang Syne
43	Mary Had A Little Lamb	93	Csikos Post
44	American Patrol	94	Tea Time Rag
45	Green Sleeves	95	High Dreams
46	Mariage d' Amour	96	Happy Birthday To You
47	Fate Symphony	97	Little Brown Jug
48	The Magic Flute Overture	98	Trout
49	Jasmine	99	Moon

## Appendix V. Troubleshooting

Problem	Possible Reason / Solution
A faint noise is heard when turning the power on or off.	This is normal and nothing to worry about.
After turning the power on to the keyboard there was no sound when the keys were pressed.	Check the master volume is set to the correct volume. Check that headphones or any other equipment are not plugged into the keyboard as these will cause the built-in speaker system to cut off automatically. Check that fingered chord mode is not selected. Incorrect key presses in fingered chord mode will not produce any sound.
Sound is distorted or interrupted and the keyboard is not working properly.	Use of incorrect power adapter. Use the power adapter supplied or the batteries may need replacing.
There is a slight difference in timbre of some notes.	This is normal and is caused by the many different voice sampling ranges of the keyboard.
When using the sustain function some tones have long sustain and some short sustain.	This is normal. The best length of sustain for different tones has been pre-set.
The main volume or accompaniment volume is not right.	Check that the main (master) volume and accompaniment volume are set correctly. Note that the main volume also affects the accompaniment volume.

In SYNC status the auto accompaniment does not work.	Check to make sure that Chord mode has been selected and then play a note from the first 19 keys on the left hand side of the keyboard.
The pitch of the note is not correct	Check that the transpose is set to 00.
The left side keys (first 19 keys) make no sound	Check that FINGERED CHORD mode has not been selected. Note a sound will only be produced when a correct chord pattern is played. Refer to Appendix VI., Fingered Chords.

## Appendix VI. Chord Tables

### Single Finger Chords

	M	m	7	m7
C				
D <sup>b</sup>				
D				
E <sup>b</sup>				
E				
F				
F#				
G				
G#				
A				
B <sup>b</sup>				
B				

## Fingered Chords

ROOT \ CHORD TYPE	M	m	7	m7
C				
C <sup>#</sup> /(D <sup>b</sup> )				
D				
(D <sup>#</sup> )/E <sup>b</sup>				
E				
F				
F <sup>#</sup> /(G <sup>b</sup> )				
G				
(G <sup>#</sup> )/A <sup>b</sup>				
A				
(A <sup>#</sup> )/B <sup>b</sup>				
B				

## **Appendix VII. Technical Specification**

- **Display**  
LCD Display
- **Rhythm + Tone**  
200 unique rhythms + 300 unique tones
- **Demo**  
100 different demo songs
- **Effect and Control**  
Split keyboard, Sustain, Vibrato, Transpose, Pitch bend, Touch sensitive keys
- **Chords**  
Single Finger mode, Fingered mode, 4 Chord tones
- **Recording and Programming**  
1000 Note record memory, Playback
- **Percussion**  
61 different instruments
- **Accompaniment Control**  
Start / Stop, Sync, Fill in, Intro/Ending, Tempo
- **Intelligent Teaching**  
Metronome, 3 Teaching modes
- **External Jacks**  
Power input, Headphone output, Pedal Input, Microphone Input (Electret), AUX Input, AUX Output, USB MP3 playback, MIDI Input
- **Diapason (Range of Keyboard)**  
C2- C7 (61 keys)
- **Intonation**  
<3cent
- **Weight**  
5.5 kg
- **Power Adapter**  
DC12V, 2A
- **Wireless**  
Frequency Band: 2402 - 2480 MHz  
Output Power: 2 dBm EIRP
- **Output Power**  
5W x 2
- **Accessories Included**  
Power adapter, Sheet music stand, User guide, Key stickers

# FCC Compliance Statement

## FCC Class B Part 15

This device complies with Part 15 of the Federal Communications Commission (FCC) Rules. Operation is subject to the following two conditions:

This device may not cause harmful interference.

This device must accept any interference received, including interference that may cause undesired operation.

### CAUTION:

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the manufacturer's instructions, may cause interference harmful to radio communications.

There is no guarantee, however, that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient or relocate the receiving antenna.

Increase the separation between the equipment and receiver.

Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio or TV technician for help.

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.

Designed and manufactured by:

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